CONTROLS

During title sequence:
Joystick left - 1 Player game
Joystick right - 2 Players (1 or 2 joysticks)
Joystick up/down - Up/Down volume of title music
Fire button - Start game

During game:
Run/Stop - Enter pause mode
From pause mode: Q - Quit game
Fire - resume game
Any stick - access main menu

INSTRUCTIONS

Hunter's Moon is divided into 16 star systems, each with a number of levels. To finish each level, collect all Starcells (visible on radar). Energy from them gives temporary immunity from Spores launched by defending Cells. Single White Worker Cells will repair the cities but cannot be destroyed. When all levels within the current star map have been visited, you automatically enter the Bonus Game. Here you will gain a Perma-shield, and will be awarded an extra craft if you can destroy all eight workers. Perma-shields are selected from the main menu and shield you from Spores for the duration of that level.

When you enter a level, one Starcell will be flashing (on radar only). If you collect this one before the Status Symbol counts down to zero you will gain one co-ordinate for Loopspace. When you have either completed the system or gained all four co-ordinates you will enter the Bonus Game. This allows experienced players to skip levels.

INFOBARS

1. **LOOPSPACE CO-ORDINATES:** Change in Off Duty mode using joystick
2. **STATUS SYMBOL:**
   P - during pause mode
   R C T - Engine type
   8-0 - Countdown for flashing Starcell
   8-0 - Workers remaining during Bonus Game
3. **LEVEL INDICATOR:** shows current level number
4. **RADAR: shows location of Starcells**
5. **SHIELDS:** number of Perma-shields remaining
6. **CRAFT:** number of extra craft remaining – bonus craft every 10.000 points

GAME FEATURES

- 16 star systems containing 128 levels across 1024 screens
- 8 randomly selected Bonus Games
- Off Duty Mode – relax with the Loopspace Trainer
- Wormcells – Nomadic Cell Tribes roaming freely in space
- Puzzles – Starcells hidden in cities of Twisted Metal
- Darkcells – No sunlight/ Starcells only visible on radar
- Switchers – Beware changes of direction by Workers
- Stargates – Moving gates and special powers

THE POWER IS THERE

Xamox, a planet on the edge of the Milky Way, is home to an almost perfect civilisation. But a race of Nomads' concerned with Galactic pirate security – the Skryksis – found the Xamoxians too perfect.

In the time of Naron, the Skryksis forces invaded Xamox, viciously massacring its perfect race and making a base on Xamox, constructing radiation plants.

A few Xamoxians survived the massacre and went into hiding in underground chambers, vowing to seek revenge against the Skryksis.

Working for generations, the survivors developed a synthetic life form (SLF), half robot, half human – specially designed to break through the heavily-guarded sectors leading to the radiation plants.

Now the SLF is completed, but the controlling processors are not considered fast enough to let it enter into combat with the enemy environment on its own. However, its mind is in synchronisation with the movements of the Xamoxian battling droid which remote-controls the SLF.

The SLF is **HAWKEYE** – and now is the testing time as **HAWKEYE** is released into the savage wilderness of New Xamox.

The power is there . . .

CONTROLS

From the title screen you can toggle:
- In-game music on/off **F1**
- In-game sound FX on/off **F2**
- Demo mode on/off **F3**

HAWKEYE's directional movement is controlled via the joystick in Port 2.

To jump, move the joystick up and **HAWKEYE** moves diagonally up left or right as long as the joystick is pushed in the appropriate direction. Jumps of different lengths are possible.

INSTRUCTIONS

The aim is to collect all the puzzle pieces scattered about each of the 12 levels. The eye of either hawk head – on the left or right of the screen – winks in the direction of the next piece to be collected.

When all pieces are collected a jingle sounds and **HAWKEYE** should be manoeuvred to the far right of the level to complete it.

There are four deadly weapons to choose from, all displayed in the window to the left of the display panel.

There are two ways to select weapons. Hold down FIRE until the icon glows and then move left or right to select the armament you want. Or select the required weapon by depressing the function keys:

- Pistol **F1**
- Machine gun **F2**
- Laser **F3**
- Rocket launcher **F4**

The pistol is the first weapon option and has unlimited ammunition but inflicts little damage on the larger monsters.

All other weapons are increasingly more powerful but have limited ammunition (the level of ammo is displayed as a bar underneath the selected weapon item).

Diagonally left of the weapons are three lights – when they go out, one of the weapons is out of ammunition.

Additional ammunition is collected during the game and fully restored at the beginning of each level.

When **GAME OVER** appears you have the option to practise the level on which **HAWKEYE** was defeated.

- To pause: **RUN/STOP**
- To quit and restart: pause game as above then press **T**

ARMALYTE

MISSION BRIEFING

Two hundred years ago, war broke out between the H'siffian Khanate and the Terran Empire, after it was proven the H'siffians were responsible for acts of piracy in the region of space known as DELTA.

Earth finally won after 50 years of conflict. Things were in a mess, but out of the ashes **ARMALYTE INDUSTRIES** emerged and seized power. In the years that followed, the DELTA incident was forgotten, although the reestablished trade routes steered well clear of Delta space.

Five years ago, a patrol in Delta space stumbled into what appeared to be an abandoned H'siffian research outpost.

Armalyte Industries established a research base on the ruins of the old H'siffian outpost where AI scientists were accompanied by a token force of light armour because H'siffian resistance was low.

Four months ago Armalyte Industries received a message that the scientists were on the verge of a massive breakthrough, but shortly afterwards all contact was lost with the outpost. Communications haven't been reestablished since, and no patrol can get near the place. This suggests the outpost has been overrun by invading forces.

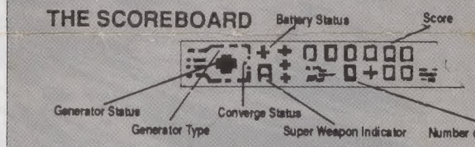
According to transmissions received just before the loss of contact, the H'siffians had made a similar breakthrough to that of AI's scientists. They had discovered a power source of near-infinite potential, but they weren't ready to tap the source. AI have decided to hire independent fighting forces to disguise their military involvement — for such risky manoeuvres would surely alert their clients around the galaxy and seriously damage their business reputation.

Your mission is to enter Delta space and reclaim the outpost. According to intelligence, much of the surrounding area of space is under H'siffian control; be careful out there!

The H'siffians, utilising the resources at the base have an almost limitless supply of ships and firepower far more advanced than we know. To counter this we can equip you with state-of-the-art weaponry and the very latest in military transport. We will be on hand to ferry replacement craft although your ships are expensive and supply is short.

To get the ship into Delta space, it has to be stripped of all heavy weaponry, but throughout the deep space battlefield there are munitions pods (crystal-like formations in space) to collect. These provide the ship with a massive energy surge activating the inner-built shield rendering you invulnerable for a while. Continually shooting the crystal-like munitions pods provides the ship with weaponry, the more shots the pod takes the better the weapon received. In two-player mode additional pods appear, providing enough power for both fighters. If you're fighting alone there is a remote unit which fires as you do, and follows your every move unless you detach it from your ship.

THE SCOREBOARD



SHIP ENHANCEMENTS

MUNITIONS POD: Collecting a shield makes the ship invulnerable for five seconds (ship flashes). When shot pods change shape to indicate the enhancement that can be bolted on.

EXTRA FORWARD FIRE: At the start of each level you have two forward shots which can be increased to four.

TAIL FIRE: Gives the craft a formation of backward-firing bullets.

VERTICAL CANNON: Adds vertical fire to your arsenal.

TRIDENT: Enables two flanking guns to complement your main weapon.

CONVERGE: Adds two more shots to the main guns by diverting the ammo from the tail gun (if you already have one). Two extra fore gun enhancements are needed. (See Converge Status.)

BATTERY: Adds one extra energy storage cell to your craft, (maximum of four). Each one stores six charges, for use by the super weapons at the required time.

SUPER WEAPONS, ENERGY CONSUMPTION & REMOTE: Both ships have three super weapons, selected by either player by the keyboard. They are fired by holding down the fire button for a few seconds.

When fired they use up energy, which is supplied by the ship's on-board generator system. This, on its own, stores six energy charges, and once fired you have to wait until the generator builds up to full power again. If, however, you have some batteries, the energy is dumped to an available battery and can be used later.

SUPER WEAPONS: **Type A:** Discharges a long sustained blast, which passes through solid matter destroying aliens or installations otherwise impossible to destroy. Uses two charges to fire; low availability. **Type B:** Releases a swarm of laser fire around the craft, protecting you from two directions. One charge per blast; medium availability. **Type C:** Fires a rapid burst of pulsed energy, ideal for close encounters in any environment. One charge per blast; very high availability.

THE REMOTE: In one-player mode, the second ship is replaced by an automatic drone. This follows you and can act as a shield against most enemy shots. It can also be detached from your craft (press space bar) and glides along its own trajectory, until you recall it (press space bar again).

CONTROLS

On title screen:
F1 — one- or two-player mode
F3 — switch between the three different starfields
F7 — demo mode
FIRE — starts the game

In game:
CBM Key — switch player one super weapon
? Key — switch player two super weapon
Space — toggle remote tracking on/off
Run/Stop — pause (fire restarts)
Q Key — quit

THALAMUS

THE HITS

1986 - 1988

CASSETTE 1
A: ARMALYTE — B: HAWKEYE
CASSETTE 2
A: HUNTER'S MOON — B: SANXION
CASSETTE 3
A: QUEDEX — B: DELTA

LOADING INSTRUCTIONS

Cassette
Insert the tape into the tape player, making sure it is rewound. While holding down the SHIFT key, press RUN/STOP key.
When the screen prompts you, press PLAY on the player.
The game will now run automatically.

NOTE: If you are having problems loading, please remove any peripherals (such as disk drive, printer, cartridges etc.) you have attached, and repeat the above procedure.

ARMALYTE: After the loading picture, the message *ZERO COUNTER* will be displayed and the tape will stop. Reset or note the tape counter and press SPACE to continue loading. During play, when the message *REWIND TO ZERO* is displayed, the tape must be rewound to this point.

HAWKEYE: After Mix-E-Load II the message *ZERO COUNTER* will be displayed. At this point reset or note the tape counter reading. During play, when the message *REWIND TO ZERO* appears, the tape must be rewound to this point. **WARNING:** The tape will not stop running when the *ZERO COUNTER* is being displayed.

DISK 1: ARMALYTE
DISK 2: HAWKEYE
DISK 3:
A: DELTA and SANXION — B: HUNTER'S MOON and QUEDEX

LOADING INSTRUCTIONS

Disk 1 and 2:
Insert the disk into the disk drive.
Type LOAD "*", 8, 1.
A menu will now appear; select your preference.

Disk 3:
Insert the disk into the disk drive.
Type LOAD "*", 8, 1.

Side A: When menu appears press **1** for **DELTA** or **2** for **SANXION**

Side B: When menu appears press **1** for **HUNTER'S MOON** or **2** for **QUEDEX**

If you have problems loading, remove any peripherals (such as printer, cartridges etc.) you have attached, and repeat the procedure above.

Compilation audiovisual concepts, packaging and programs
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Calleva Park
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Tel: 0734 817261

Once *Sanxion* has loaded press **space bar** for options

F1 Toggles between one player and two player.
F3 Toggles between Joystick and Keyboard.
F5 Turns title screen music off/on.

Joystick in either port (although this allows you to hinder your opponent in two player games!)

To pause, press the **Run/Stop** key.

To exit to the title screen, press **Run/Stop** followed by **t**.

KEYBOARD CONTROLS

Up	**=**
Down	**Shift**
Left	**z**
Right	**x**
Fire	**Return**

Detente has broken down. Diplomatic relations have been severed. A new cold war has started.

The Soviet Union and the United States of America are at each other's throats again, for what may be the very last time. America's satellite defence network has been tampered with and the White House has accused the USSR of space sabotage. The Kremlin is wildly indignant, their official statement being that 'America is trying to shift the blame for their own technical ineptitude onto the Rodina'. Everybody is more than a little edgy as the world teeters on the brink of nuclear oblivion with figureheads on both sides of the iron curtain just about ready to push The Button. Things are looking bad until . . .

Somewhere in the Artic Circle, January 16th.

The Global Village suddenly becomes deaf, dumb and blind when, for thirty seconds, the most awesomely powerful radio transmission is sent from the top of the world — the last message from a dying Alien whose only mistake was to misjudge the strength of the planet's magnetic field. Through simple triangulation the source of the radio emission is soon determined and it's the Americans who arrive at the space ship wreck first. Since the UFO came down in an American sector it is quite easy to shut the Russians out of the picture. The boffins are set to work and from the debris they learn a frightening secret . . .

The ship was piloted by a member of a galaxy-wide Empire that has dominated the immediate cosmos for millenia, and the Aliens who run this Empire are very interested in mankind. The Empire's fascination stemmed from the human's almost amazing technological progression during the last couple of centuries, coming from unpowered wooden chariots to space exploration within an incredibly small time span largely through a barbaric indulgence in genocidal war. After a while the fascination turned to fear, as many leading social theoreticians pointed out that this species would soon be swarming through the galaxy, bringing with them aggression, barbarism and probably the eradication of the Empire.

To stunt this malignant species' frightening evolution, a Culture Technician had been sent to manipulate mankind towards a nuclear death intended to neatly nip the problem in the bud. It had been quite easy, the odd touch here, the slightest altering there and Mankind was all set to destroy itself. The final touch was just being administered with the gradual destruction of America's 'Starwars' project when the Technician crashed and the Empire's cover was blown.

Not a particularly pleasant secret to uncover and definitely one too large to keep under wraps, since the massive display of radio power had done more than temporarily blind the world, it had also informed the Empire that they were out in the open. Earth's leaders realised that soon the Aliens would be on the spot in force.

Immediate amnesty was the only solution. America and Russia jointly set up **Project Damocles**, a joint 'think tank' to discuss the now obvious necessity of global defence for the inevitable conflict between Man and Alien.

And from 'Damocles' came **Operation Sanxion**, a proposal for a defence corps piloting a breed of ship based around existing weaponry and technology gleaned from the visitor's spacecraft. The ships would constantly patrol the planet warding off and destroying any Alien presence, stopping only at the **ReGen** (fuel and rest) stations that were to be hastily constructed across the world. With only days to spare **Operation Sanxion** became operative.

In *Sanxion*, the simulation, you will encounter a variety of Aliens using different tactics to dominate various parts of the planet. As a member of the Sanxion Corps it's up to you to destroy any Alien infiltration.

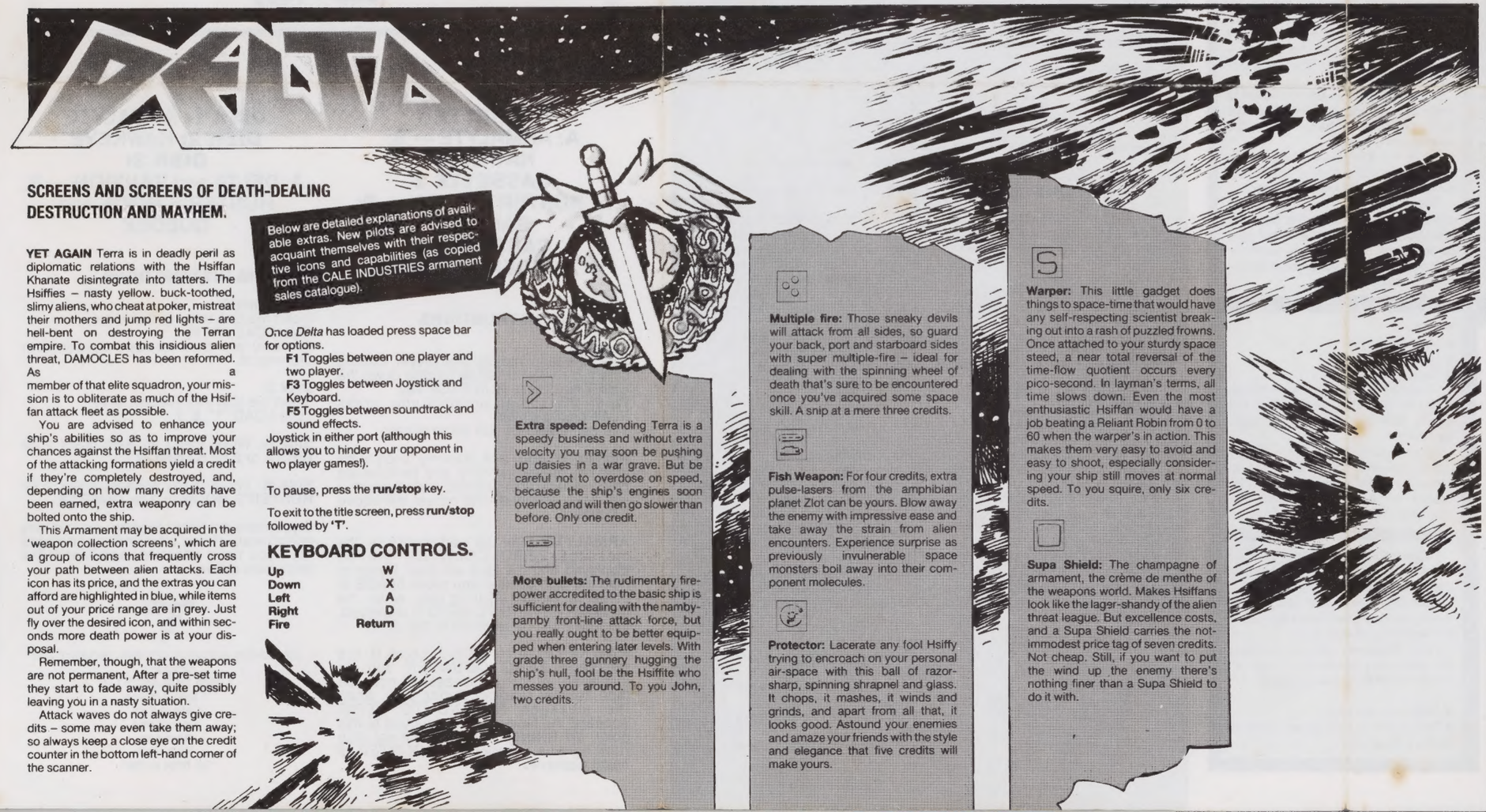
After each sector is successfully defended the pilot must go through a short training session to prepare him for the horrors to come. These sessions take place against a rainbow background, the task on each section being indicated by letters on the droid targets.

S = shoot
C = collide
P = Pick up

Should you prove a competent trainee (for example: colliding with or shooting a predetermined quota of targets) you are awarded an extra bonus of 1000 points. Collision with barriers, although not fatal on this section, should be avoided as they drastically reduce any time left . . .

. . . and time is precious, both in combat and in training, as reaching a ReGen station before the timer hits zero earns valuable extra efficiency points. An extra ship is awarded every 10,000 points.

As well as attacking Aliens there are a number of other hazards which need to be negotiated. Some of the ReGen stations are protected by security barriers to prevent Alien infiltration (indicated by a sonic alarm) and to the less skillful pilot they can prove deadly. **The first defence wall appears at ReGen station 2 —** you will have to discover the whereabouts of the others for yourself. Of course, the astute pilot will commit to memory the layout of all the security barriers. Once all ten world sectors have been patrolled you are promoted to **Sanxion Class 1** and go on to patrol the Darkside and do battle against the Empire's secondary attack system.



SCREENS AND SCREENS OF DEATH-DEALING DESTRUCTION AND MAYHEM.

YET AGAIN Terra is in deadly peril as diplomatic relations with the Hsiffan Khanate disintegrate into tatters. The Hsiffies – nasty yellow. buck-toothed, slimy aliens, who cheat at poker, mistreat their mothers and jump red lights – are hell-bent on destroying the Terran empire. To combat this insidious alien threat, DAMOCLES has been reformed. As a member of that elite squadron, your mission is to obliterate as much of the Hsiffan attack fleet as possible.

You are advised to enhance your ship's abilities so as to improve your chances against the Hsiffan threat. Most of the attacking formations yield a credit if they're completely destroyed, and, depending on how many credits have been earned, extra weaponry can be bolted onto the ship.

This Armament may be acquired in the 'weapon collection screens', which are a group of icons that frequently cross your path between alien attacks. Each icon has its price, and the extras you can afford are highlighted in blue, while items out of your price range are in grey. Just fly over the desired icon, and within seconds more death power is at your disposal.

Remember, though, that the weapons are not permanent, After a pre-set time they start to fade away, quite possibly leaving you in a nasty situation.

Attack waves do not always give credits – some may even take them away; so always keep a close eye on the credit counter in the bottom left-hand corner of the scanner.

Below are detailed explanations of available extras. New pilots are advised to acquaint themselves with their respective icons and capabilities (as copied from the CALE INDUSTRIES armament sales catalogue).

Once *Delta* has loaded press space bar for options.

F1 Toggles between one player and two player.
F3 Toggles between Joystick and Keyboard.
F5 Toggles between soundtrack and sound effects.

Joystick in either port (although this allows you to hinder your opponent in two player games!).

To pause, press the **run/stop** key.

To exit to the title screen, press **run/stop** followed by **'T'**.

KEYBOARD CONTROLS.

Up	**W**
Down	**X**
Left	**A**
Right	**D**
Fire	**Return**

Extra speed: Defending Terra is a speedy business and without extra velocity you may soon be pushing up daisies in a war grave. But be careful not to overdose on speed, because the ship's engines soon overload and will then go slower than before. Only one credit.

More bullets: The rudimentary firepower accredited to the basic ship is sufficient for dealing with the namby-pamby front-line attack force, but you really ought to be better equipped when entering later levels. With grade three gunnery hugging the ship's hull, fool be the Hsiffite who messes you around. To you John, two credits.

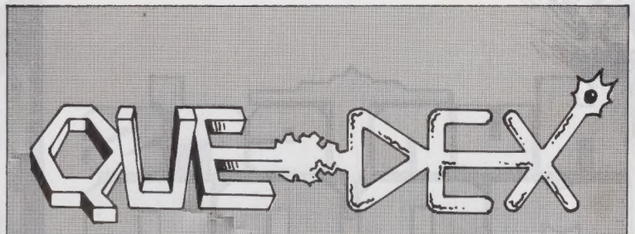
Multiple fire: Those sneaky devils will attack from all sides, so guard your back, port and starboard sides with super multiple-fire – ideal for dealing with the spinning wheel of death that's sure to be encountered once you've acquired some space skill. A snip at a mere three credits.

Fish Weapon: For four credits, extra pulse-lasers from the amphibian planet Zlot can be yours. Blow away the enemy with impressive ease and take away the strain from alien encounters. Experience surprise as previously invulnerable space monsters boil away into their component molecules.

Protector: Lacerate any fool Hsiffy trying to encroach on your personal air-space with this ball of razor-sharp, spinning shrapnel and glass. It chops, it mashes, it winds and grinds, and apart from all that, it looks good. Astound your enemies and amaze your friends with the style and elegance that five credits will make yours.

Warper: This little gadget does things to space-time that would have any self-respecting scientist breaking out into a rash of puzzled frowns. Once attached to your sturdy space steed, a near total reversal of the time-flow quotient occurs every pico-second. In layman's terms, all time slows down. Even the most enthusiastic Hsiffan would have a job beating a Reliant Robin from 0 to 60 when the warper's in action. This makes them very easy to avoid and easy to shoot, especially considering your ship still moves at normal speed. To you squire, only six credits.

Supa Shield: The champagne of armament, the crème de menthe of the weapons world. Makes Hsiffans look like the lager-shandy of the alien threat league. But excellence costs, and a Supa Shield carries the not-immodest price tag of seven credits. Not cheap. Still, if you want to put the wind up the enemy there's nothing finer than a Supa Shield to do it with.



FROM THE TITLE SCREEN:

SPACE **Continue** to next section of title sequence
F7 **Access** to the Plane Programmer
FIRE **Start Game**

PLANE PROGRAMMER

Use the **joystick** to move the cursor left and right.
Use the **numeric keys** to program planes.
The **fire button** exits you back to the title screen when the plane is completed.

Joystick control Port 2
Run/Stop **Pause game**
Run/Stop again **Continue game**
Run/Stop then T **Exit to title screen**
Numbers 1 to 0 (10) **To enter that plane of the game**

OBJECTS

Pick up:

Open doors **Amulet**
Speed **Extra time**
Surprise features (positive or negative effect)

OTHER FEATURES

Avoid skulls **Teleport**
Lift up **Lift down**
GOAL **Touch this to complete the current plane**

PLANE 1

This consists of five subplanes, each of them concentrating on particular skills required to complete QUEDEX.

If you leave the plane before completing it, when returning at a later stage in the game you will continue at the beginning of the subplane you left, not at the beginning of the whole plane.

(For example, if you complete subplanes 1 and 2 and then exit to another plane and return later you will continue on subplane 3, not 1.)

Subplane 1
Follow the lane one square at a time, or you will be placed back on the start square. Fall off the end into the darkness to complete this subplane.

Subplane 2
Follow the direction of the arrows and pick up the flashing white squares; enter the hole of darkness to complete this subplane.

Subplane 3
Avoid the electric sea and try to find the flashing squares that are scattered around. Again, enter the hole of darkness to complete this subplane.

Subplane 4
Be quick and pick up squares; enter the hole of darkness to complete the subplane.

Subplane 5
Slalom around the pillars in the direction of the arrows in order to pick up the flashing squares that will activate the GOAL.

PLANE 2

Pick up the keys which will open the doors. Use the teleports but avoid the skulls to find the GOAL. Watch out for the invisible keys which only become visible when you move close to them.

PLANE 3

You will need to find FOUR hidden amulets in this plane before the GOAL will even appear. Use the teleports and avoid the electric seas.

PLANE 4

On Plane 4 you can only move left and right. Race down the racetrack as fast as possible. Avoid blocks, and use lifts up and down to your advantage as you only have a limited number of jumps available.

PLANE 5

Plain yellow squares will turn into patterned floor tiles and patterned floor tiles will turn into plain yellow squares when touched. Try to fill in the whole area with patterned floor tiles. Use flashing squares to toggle the complete vertical line on and off. Black squares are safe. Use Fire and joystick direction to jump over one square.

PLANE 6

Extra features which are visible add extra jumps: other invisible features affect you or the play area, either positively or negatively. Progress through the level by determining these effects and using them to your advantage – and to make the GOAL appear.

PLANE 7

Once you've entered this plane, you have to complete it before going on to other planes. Pick up as many extra time units as possible to help you in your quest.

PLANE 8

Pick up four keys in order to open one of the two doors which lead you to the GOAL. You'll need to be very quick – as you'll notice, the floor has a tendency to disappear from beneath your feet!

PLANE 9

Pick up extra speed so that you can destroy all the cubes (extra speed will not last forever, though). Avoid the flashing floor when it is flashing.

PLANE 10

Jump from platform to platform. There are three different heights which can be recognised from the different shades of grey. You can only jump one unit of height either up or down without a penalty. Try to get to the GOAL as quickly as possible.